Atari to VIC loader (on Tape)

Entry Ø $1800 (6144) Loads data beginning at $4ØØØ;
ending at $667F

Entry 1 $1822 (6178) Loads program beginning at $668Ø;
ending at $8ØØØ

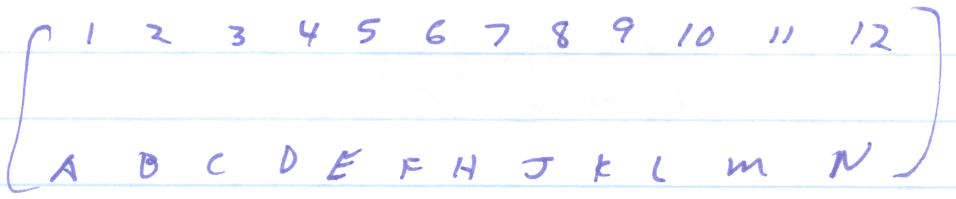
Entry 2 $1844 (6212) atari sends start address (Low, high)
end address+1 (Low, high)

Entry 3 $1874 (6260) Locations A7 and A8 must contain the
Start address for the load
Locations A9 and AA must contain the
end address +1

A checksum must be sent by the Atari. The VIC checksum will be output (as a character), then the atari checksum. 9E VIC checksum
9F Atari checksum

ERR means a byte was mistransmitted

VIC User I/O



	VIC	Atari
A	GND	Signal Ground
B	CB1	Data strobe
C	PB0	Bit 0
D	PB1	Bit 1
E	PB2	Bit 2
F	PB3	Bit 3
H	PB4	Bit 4
J	PB5	Bit 5
K	PB6	Bit 6
L	PB7	Bit 7
M	~~PB~~ CB2	Busy
N	GND	

brought to you by

andy finkel